

# World Grand Prix™

Race the hottest cars in the world. On the hottest tracks in the world. And if that's not enough excitement for you, then build and race your own track.



**SEGA®**

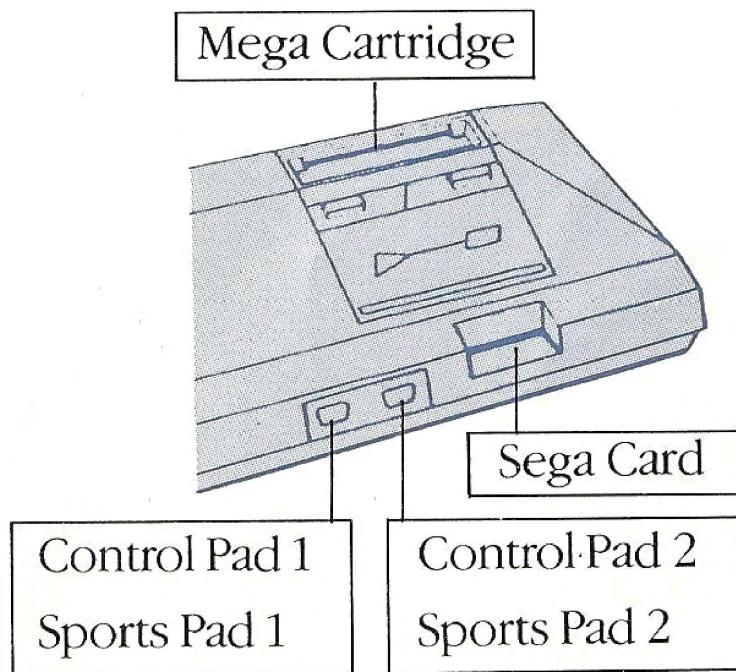


# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the WORLD GRAND PRIX CARTRIDGE in the power base shown below by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push button 1.  
For 2 players: Push button 2.



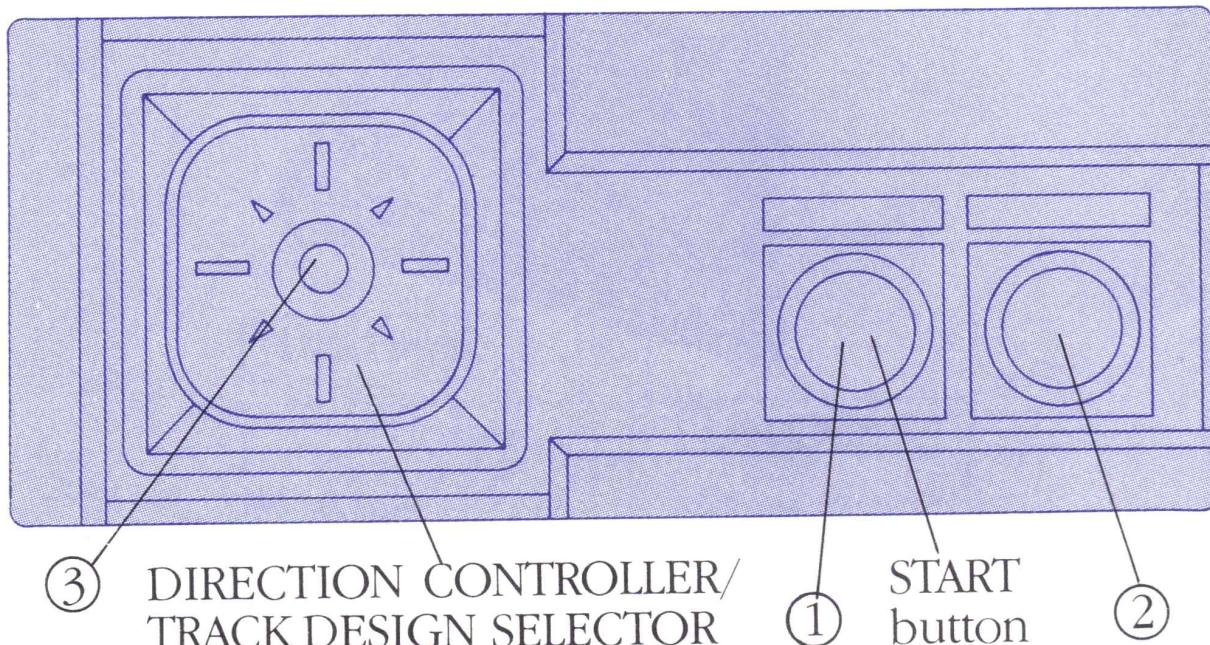
# What's Happening

As a Formula 1 racecar driver you are invited to challenge the top twelve courses in the world. Each of these courses has a specified time limit. Finishing within the allotted race time will earn you a 6th place.

So keep your eye on the road. And your thumb on the accelerator. Because to win the finals you must break the record.

## Taking Control

The following instruction shows you the control points on your SEGA SYSTEM control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.



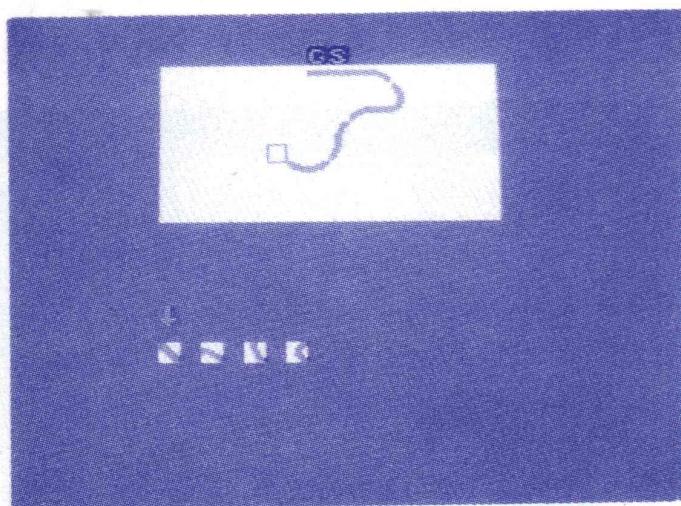
- ① BRAKE/TRACK DESIGN LOCK/PARTS SELECTION
  - ② ACCELERATOR/DELETE
  - ③ ← → STEERING WHEEL
- ↑ GEAR SHIFT LEVER  
↓

## Choosing An Established Race Track

You can race on any one of 12 established race courses around the world. To make your choice, use the DIRECTION CONTROLLER.

## Designing Your Own Track

FINISH LINE & START



TRACK SELECTIONS

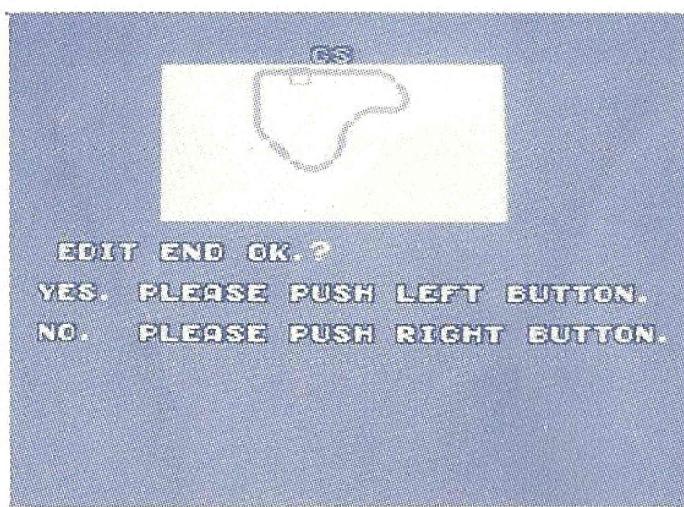
When you want to design your own track, use the TRACK DESIGN SELECTOR mode and choose from the track selections shown on the screen with the predetermined HOMESTRETCH Section.

By using the DIRECTION CONTROLLER, move to the right and left, and select one of the several course parts available.

Push the DESIGN LOCK button to connect the part to one end of the homestretch. If it protrudes from the track, "PUSH DEL BUTTON" will be displayed on the screen. Push DELETE button and delete the ill-fitting part.

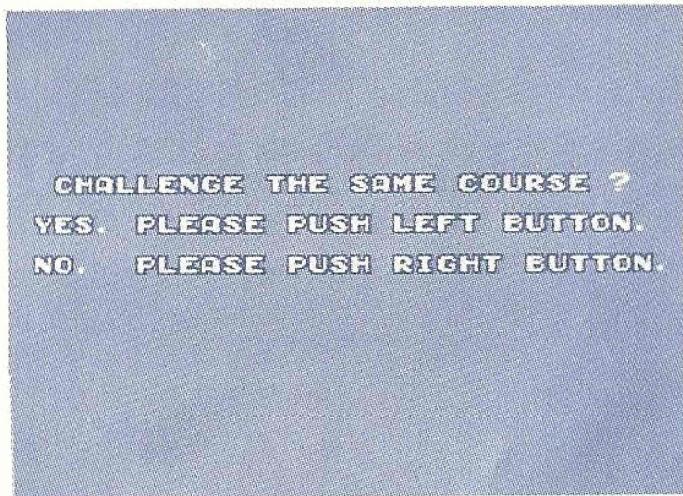
Connect the parts one after another until they finally reach the other end of the homestretch.

When a circuit is finished, the following message will appear:



Push the RIGHT button if more design changes are wanted. If the racing track is satisfactory, push the LEFT button. The screen will change to the LEVEL SELECTION, where you may choose the desired LEVEL.

NOTE: Every time the player reaches the finish line of a DESIGNED TRACK, the following message will appear:



Push the LEFT button when you want to compete again on the same course. To move to another course, push the RIGHT button.

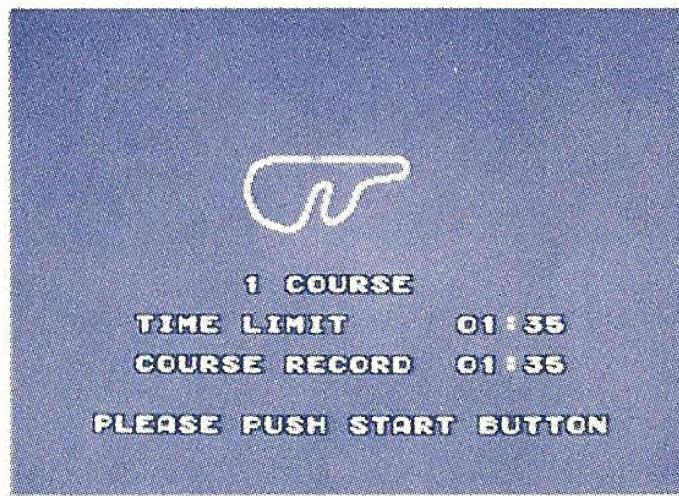
There is no Parts Shop on DESIGNED TRACK.

# Choose Your Level

Before you start each race—whether it's on one of the twelve world-famous racecourse tracks or on a course you create yourself—you must choose a level, 1, 2, or 3 by using DIRECTION CONTROLLER.

TO CHOOSE YOUR LEVEL SELECTION—  
MOVE UP/DOWN ARROW TO DESIRED LEVEL.

# Drivers, Man Your Cars



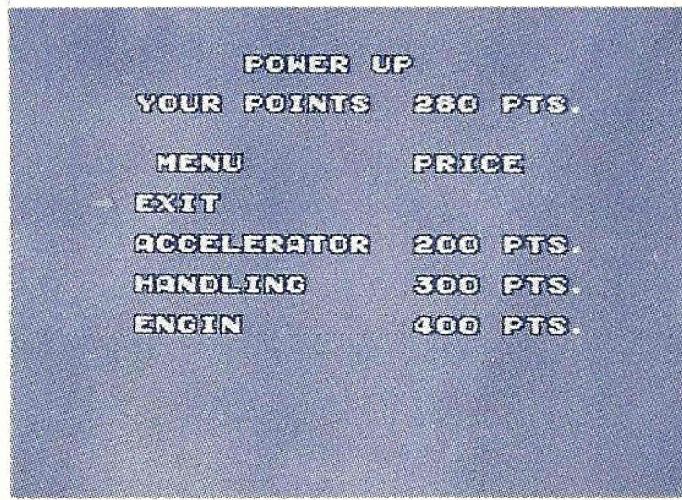
After choosing the LEVEL, the track and the specified time limit will be displayed. To START push Button 1.

When the START lamp becomes blue, accelerate so that your car's throttle is wide open.

If the clock runs out before reaching the finish line, the driver will be disqualified and not allowed to participate in the next circuit's competition. You'll have to enter a new race.

## Powering Up Your Car

Once you earn enough points to be able to enhance the power and performance of your racecar, you will automatically move to THE PARTS PIT STOP to power up. Here, you can buy something for your car. Or, if you like, you can simply continue racing.



THE PARTS

Here are the choices you will be given if you EXIT.

ACCELERATOR . . . . .	200 points
HANDLING . . . . .	300 points
ENGINE . . . . .	400 points

TO POINT TO YOUR SELECTION — press the UP or DOWN CONTROLLER ARROWS.

TO MAKE YOUR SELECTION — press BUTTON 1.

TO GET BACK TO THE RACE — point to EXIT and press BUTTON 1.

When you do not want to obtain parts bring → to EXIT, push the START button, and return to the track. To buy any desired item, maneuver ARROW beside it and push the START button.

After completing your purchase, move ARROW beside EXIT, activate the START button, and resume racing.

The parts obtained can be used for the next race. However, they will disappear after it ends. You must score points to buy them back.

# Driving Tips

## Gear

Your GEAR LEVER CONTROLLER can be shifted to up or down to change speed from LOW to HIGH and vice versa.

To run at the desired speed, the appropriate GEAR which corresponds to the speed should be chosen.

0-150 KPH . . . LOW

150- 300 KPH . . . HIGH

## Brake

In the case of a potential collision, step on the brake before your car crashes with the opponent's. After deceleration, pay attention to the SPEED METER and the GEAR as well.

## Passing

Normally, the "OUT-IN-OUT" and "SLOW-IN FAST-OUT" techniques are the ones most frequently used by the competitor's cars. Closely watching the opponent's movements enables the player to skillfully overtake him.

## Curb

On the red or white curbs the car's speed decreases. Quickly move away from there to avoid any time losses. Paying attention to this advice will greatly help you to win the race.

## Crashing

A collision occurs when the player's machine makes contact with the opponent's car or billboards. Although you can start again from where the accident took place, you lose a lot of precious time.

## Helpful Hints

At the beginning of each race, you are shown the outline of the course. Try to remember it. This will help you know when to slow down for curves and go full throttle on the long straight stretches.

## Know The Score

Here are the point awards for each of the 12 courses as well as custom-designed tracks. Finishing the race within the allotted race time will earn you a 6th place or better.

1st place .....	200 points
2nd place .....	100 points
3rd place .....	80 points
4th place .....	60 points
5th place .....	40 points
6th place .....	20 points

# Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					



# Handling The Sega Card™ And The Mega Cartridge™

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA SYSTEM.

## —For Proper Usage—

Don't bend, get wet, disfigure or subject to thinners, benzine and violent impact.

Don't expose to direct sunlight or temperature source.

Be especially careful not to stick anything on the SEGA CARD.

When wet, completely dry before using.

When dirty, carefully wipe only with a soft cloth dipped in soapy water.

After use, put it in its CASE.

# 90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after the date of purchase.

## 90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: (415) 742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

## Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

**Now, there are no limits.<sup>SM</sup>**

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